

6/15

57

SCRIPT ASSIGNMENT SCREEN

AVAILABLE SCRIPTS: PATIENTS:

<input checked="" type="checkbox"/> <u>DIABETES SCRIPT 1</u>	<input checked="" type="checkbox"/> <u>DAN LINDSEY</u>
<input type="checkbox"/> <u>DIABETES SCRIPT 2</u>	<input type="checkbox"/> <u>MARK SMITH</u>
<input type="checkbox"/> <u>ASTHMA SCRIPT 1</u>	<input type="checkbox"/> <u>DEAN JONES</u>

106 108
110 112
ADD SCRIPT ASSIGN SCRIPT DELETE SCRIPT 114

This diagram shows a 'SCRIPT ASSIGNMENT SCREEN' with two main sections: 'AVAILABLE SCRIPTS' and 'PATIENTS'. Under 'AVAILABLE SCRIPTS', there are three options: 'DIABETES SCRIPT 1' (selected), 'DIABETES SCRIPT 2', and 'ASTHMA SCRIPT 1'. Under 'PATIENTS', there are three names: 'DAN LINDSEY' (selected), 'MARK SMITH', and 'DEAN JONES'. Below these sections are three buttons: 'ADD SCRIPT', 'ASSIGN SCRIPT', and 'DELETE SCRIPT'. Reference numbers 106, 108, 110, 112, 114 are connected to the top and right edges of the screen area.

FIG. 7

HOW DO YOU FEEL?

VERY BAD	BAD	GOOD	VERY GOOD
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26 64
70A 70B 70C 70D

This diagram shows a 'HOW DO YOU FEEL?' screen. It features a horizontal scale with four positions labeled 'VERY BAD', 'BAD', 'GOOD', and 'VERY GOOD'. Below each position is a square button. Reference numbers 26 and 64 are connected to the top and right edges of the screen area, and 70A, 70B, 70C, 70D are connected to the bottom edge.

FIG. 8

CONNECT GLUCOSE METER
AND PRESS ANY BUTTON
WHEN FINISHED

26 64
70A 70B 70C 70D

This diagram shows a screen with the instruction 'CONNECT GLUCOSE METER AND PRESS ANY BUTTON WHEN FINISHED'. Below the text are four square buttons. Reference numbers 26 and 64 are connected to the top and right edges of the screen area, and 70A, 70B, 70C, 70D are connected to the bottom edge.

FIG. 9

10/15

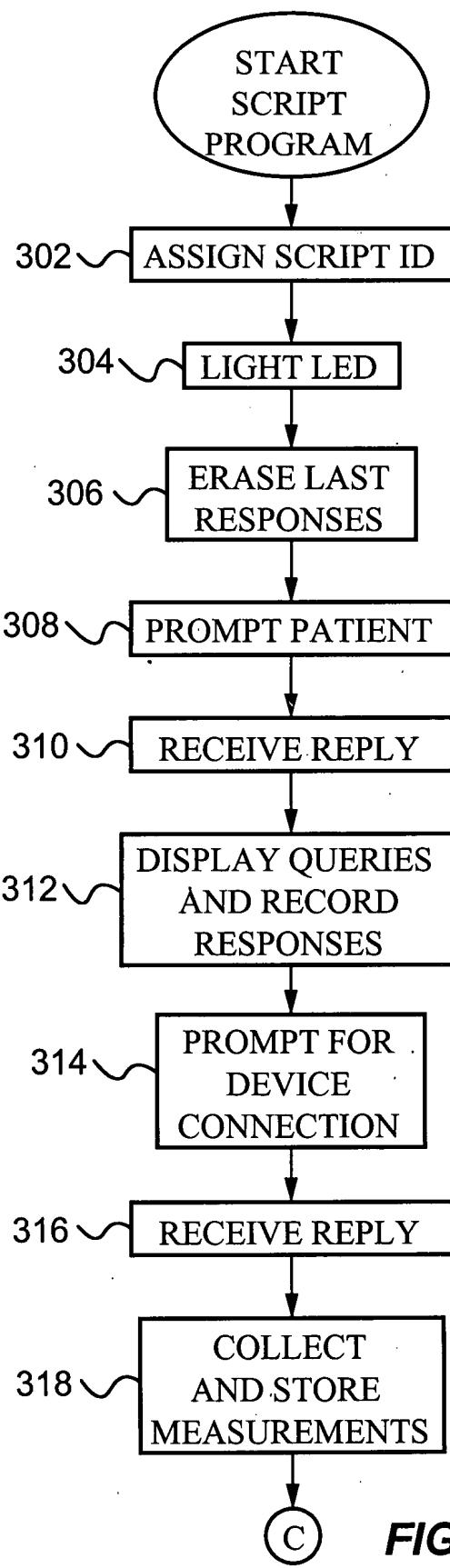


FIG. 12A